YU-CAN SOFTWARE
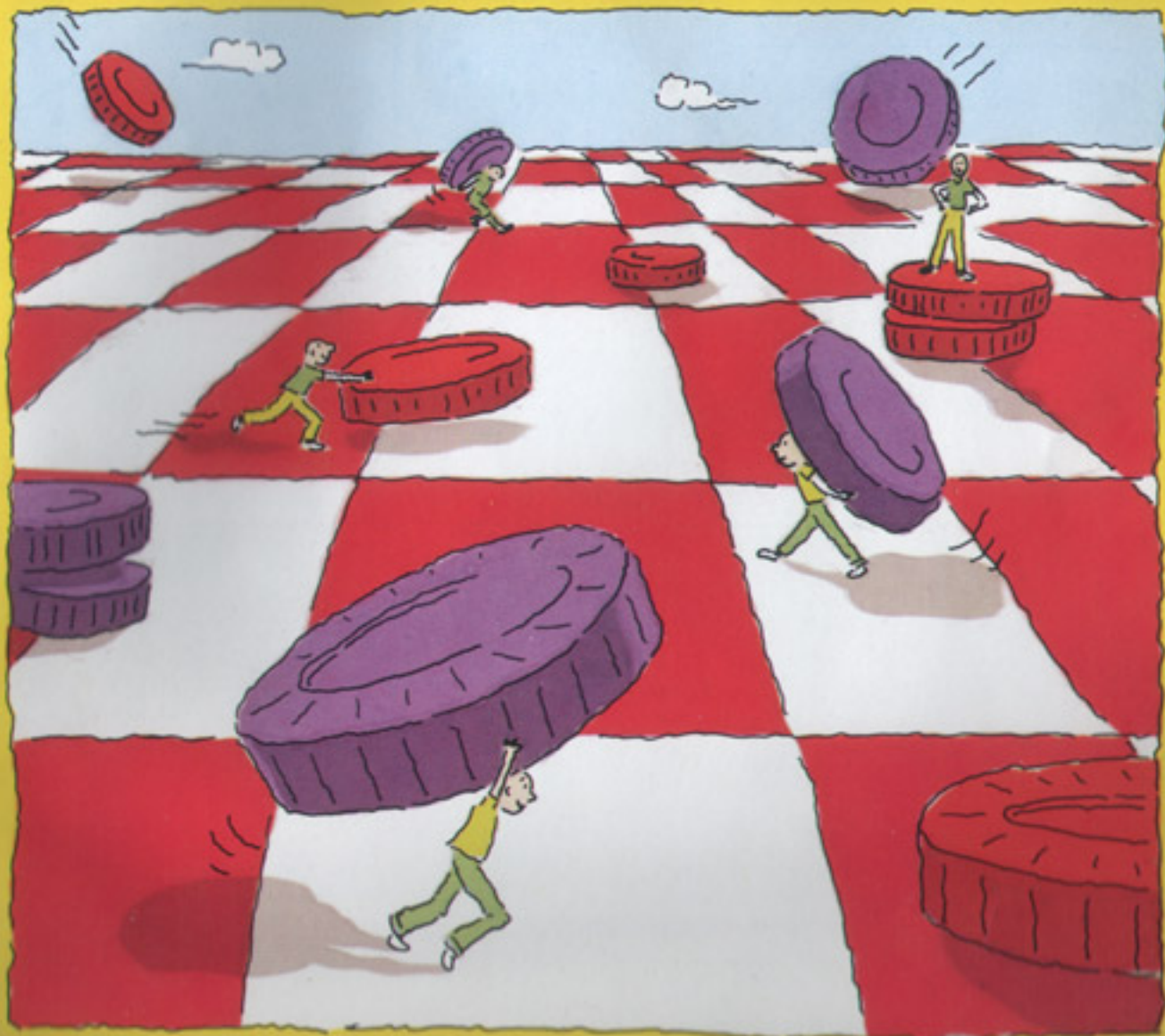
Checkers

CARTRIDGE

4 LEVELS OF FAMILY FUN FOR ADULTS & CHILDREN (AGES 5 AND UP)

CHECKERS

Not everyone grew up playing exactly the same version of checkers, so please take time to read the ground rules before starting to play.

GROUND RULES

The object of the game is to remove all your opponent's pieces from the board. The way to remove a piece is to jump it. You can jump one of your opponent's pieces if it is in a square which is diagonally adjoined on one side by a square holding one of your pieces and on the diagonally opposite side by a vacant square. Your piece then jumps over your opponent's piece and into the vacant square, and the opponent's piece is removed. (*See Figure 1.*) If completing the jump brings you into position to perform another jump, then you continue jumping, until you land on a square from which you cannot jump. (*See Figure 2.*)
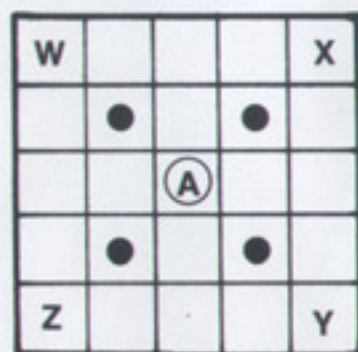
Figure 1.

The piece marked A can jump to any of the four vacant squares—W,X,Y, or Z—and one of the opponent's pieces (marked ●) will be removed.
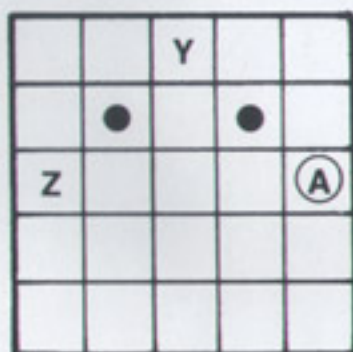
Figure 2.

The piece marked A can jump to vacant square Y, then immediately to vacant square Z, eliminating two of the opponent's pieces.

You cannot jump over two adjacent pieces. You cannot jump over a vacant square. You cannot jump over your own piece. (*See Figure 3.*) But when you *can* jump, you *must* jump; your only choice is *which* jump to make, if more than one direction is possible.
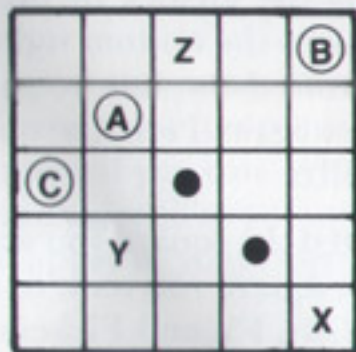
Figure 3.

The piece marked A canNOT jump to vacant square X, because two adjacent opposing pieces are in the way. The piece marked B cannot jump to vacant square Y, because an empty square is in the way. The piece marked C cannot jump to vacant square Z because the piece in the way is not an opposing piece.

PLAYING BY COMPUTER—
HOW TO START

When you turn the game on, it first asks for your name. Type your name on the keyboard and hit the RETURN button. If you notice you have made a mistake while typing before you hit RETURN, backspace with the DEL key and correct your mistake.

Next the computer asks you which level to play at. Level 0 is the lowest and easiest level. Level 4 is the highest and most difficult. To choose the level, hit a number key from 0 to 4, then press RETURN.

Finally, the computer asks if you want to see the instructions. The instructions remind you of the most important points mentioned here. To see them, hit Y. To begin playing without seeing them, hit N. If you do request instructions, once they're on the screen you can proceed to play the game by pressing any key.

Your turn comes first, and your pieces are the ones arranged at the bottom of the screen waiting to move up.

To move one of your pieces:

1. Bring your cursor (the small black marker that is waiting at the bottom right corner of the board) to the square which you want to move *from*. To bring the cursor there, use the joystick or the < (left), > (right), F5 (up), and F7 (down) keys.

2. When the cursor is positioned on the square you want to move *from*, signal your position by firing the joystick or pressing RETURN. If the cursor jumps back to the bottom right corner, you weren't allowed to move from the square you chose. In that case, check the board and try again. Perhaps you have a jump to make that you didn't notice.

3. When you have successfully indicated the square you want to move from, bring the cursor to the square you want to move *to*. Again, use the joystick or the <, >, F5, and F7 keys, and again fire the joystick or press RETURN when you're there. Again, if the computer refuses to register the move then the move is against the rules. In that case, check the board and try again.

KEYS USED IN PLAY		AND ONE KEY NOT TO TOUCH	
<	Left		
>	Right	STOP/	Don't use it!
F5	Up	RESTORE	
F7	Down		
RETURN	Fire (signalling position)		
Y	Restart		
Q	Quit		

HOW TO JUMP

Jumping is performed just like moving, with one difference. When you've successfully jumped to a square, you must either *continue* your jump onward to another square (if you can) or *conclude* your jump by a second firing of the joystick or RETURN key on the square where you landed. No matter how many times

you continue your jump, you must always conclude it by a second firing or RETURN. If the computer does not accept your jump or your conclusion, then you're breaking the rules. Check to see if there's a continuation you haven't noticed.

TAKING TURNS

Each time your turn comes, you can move one piece. If you can jump, you must jump. If you can then jump again with the same piece, you must jump again. If you can't jump at all, then you must move if you can. When you've finished jumping or moving with one piece, it's your opponent's turn. All the rules that apply to you apply to your opponent as well.

THE COMPUTER'S TURN

Each time you make a move or conclude a jump, the computer takes 10 seconds or so to consider the board (you can see the seconds being counted off), before it takes its own turn, then it counts off *another* ten seconds before it's your turn again.

MOVING

If it's your turn to do something and you can't jump, then you have to move if possible. You can move any of your regular pieces to any adjacent vacant square in a forward diagonal direction. (*See Figure 4.*) As the game starts, all your pieces are regular
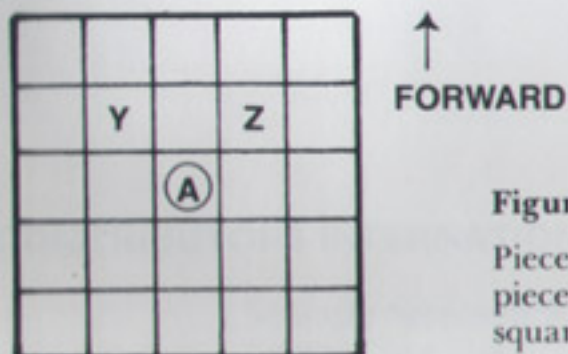

FORWARD

Figure 4.

Piece A, which is a regular piece, can move to vacant square Y or to vacant square Z.

pieces. If during the game any of your pieces reaches the op-
posite edge of the board, then that piece becomes a king. A king
can move to an adjacent vacant square in a backward diagonal
direction as well as in a forward diagonal direction. (*See Figure
5.*)

Figure 5.

Piece B, which is a king, can
move to any of four vacant
squares—W,X,Y, or Z.
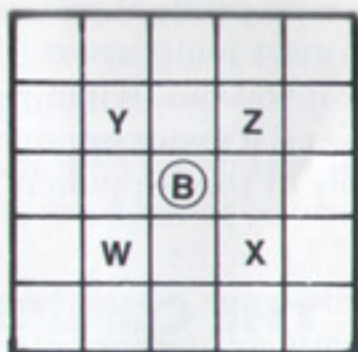
RESTARTING AND QUITTING

To start a new game at any time, press Y when your turn comes.
To stop playing altogether, press Q when your turn comes.

THE ONE KEY NOT TO PRESS

Don't ever press the STOP/RESTORE button; it disrupts oper-
ations.

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